(Nearly) Useless Magic Items

From the Arcane Almanac

Stick of Sticking

Wondrous Item, Uncommon

This stick resembles any other stick you might find on the ground. As an action, you may stick this stick to a solid object or surface. It will remain in the same place and orientation until you use an action to remove it.

The Stick of Sticking can only stick to one surface at a time, and will detatch it subjected to more than 2 pounds of pressure.

If broken into pieces, these new, smaller sticks retain the same magical effect.

Potion of Air Drowning

Potion, Uncommon

You gain the ability to breath under water when you drink this potion. However, you also lose the ability to breath normal air.

The contents of this potion resemble that of choppy water during a storm whenever shaken.

Homing Piglet Figurine

Wondrous Item, Rare

This small figurine of a piglet can fit in the palm of your hand. As an action, you can tell the piglet figurine a destination and tap its head twice. The figurine will then animate and begin following the most direct route to that destination. This destination must be on the same plane as the piglet.

The piglet can hold up to 1 pound of cargo and moves at a rate of 1 mile per day. It cannot be destroyed by non-magical means.

Upon arriving at its destination, the piglet will revert to a figurine.

Flask of the Last Drop

Wondrous Item, Common

This simple flask is ordinary in every aspect, but will always contain a single droplet of liquid after being emptied.

A new last drop will replenesh each time the flask is emptied and closed. The flask can still be filled externally and used as normal, and the last drop will always be made of the last liquid that was added to the flask.

The Cat Compass

Wondrous Item, Rare

This compass does not point north and lacks any cardinal directions.

Instead, its needle always points towards the nearest cat. This includes all non-magical quadrupedal felines, like house cats or tigers. Humanoid felines, like Tabaxi, are included at the discretion of the Dungeon Master.

The Gambler's Coin

Wondrous Item, Rare (requires attunement)

This simple gold piece has a heads and a tails.

As an action, you may flip the coin in the air and utter one of two verbal commands: "Heads" or "Tails". The coin will land with the spoken side face up.

This can only be done once per day, reseting at dawn. The coin looks and behaves like a regular gold piece otherwise.

The Anti-Gravity Goblet

Wondrous Item, Uncommon

This clay goblet is affected by an anti-gravity spell. Unless it is weighed down or attached to an object heavier than itself, it will fall upwards until stopped.

The amount of liquid needed to fill the goblet is also heavy enough to hold it down.

Upon breaking, the goblet's magic ceases.

Instant Grass Seed

Wondrous Item, Common

This single grass seed grows instantly into a healthy blade of grass when dropped into soil.

Wand of Contingent Cleaning

Wondrous Item, Uncommon

As an action, this wand can be used to instantaneously clean an object no larger than 1 cubic foot. However, every time an object is cleaned with the wand's magic, the creature weilding the wand is soiled by an equal amount.

If broken, the wand will heavily soil all creatures and objects within a 10 foot radius of the wand.

Potion of Desperate Healing

Potion, Uncommon

You regain hitpoints when you drink this potion, but you also gain levels of exhaustion. The number of hit points and levels of exhaustion gained depend on the potion's type, as shown in the Desperate Potions of Healing table. Whatever its potency, the potion's gray liquid thickens when agitated.

Potions of Desperate Healing

Potion of...	Healing	Exhaustion levels gained
Desperate Healing	2d4 + 2	1
Very Desperate Healing	4d4 + 4	2
Advanced Desperate Healing	8d4 + 8	3
Seriously Desperate Healing	10d4 + 20	4

Coin of Vanishing

Wondrous Item, Rare

This silver piece can be tapped three times, causing it to vanish. It will reappear in a random location in the same plane of existence 24 hours later.

Cloak of Swift Descent

Wondrous Item, Rare

This cloak causes any creature that wears it to fall twice as fast - a rate of 1,000 feet per round. Fall damage received while wearing this cloak is doubled, and the cloak cancels the effect of magical effects like Feather Fall.

Dagger of Screaming

Weapon (Dagger), Uncommon

This dagger has +1 to attack and damage rolls, but emits a loud scream whenever it deals damage. The scream can be heard by any creature within 300 feet of the dagger.

Token of Slow Water Walking

Wondrous Item, Common

You can move across any liquid surface for 1 minute after drinking this potion as if it were harmless solid ground. However, the effect only applies while moving at a rate of 10 feet per round or slower.

Drinking this potion while submerged in a liquid has no effect.

Tome of Personal Location

Wondrous Item, Rare

This is an enchanted book filled with blank pages. If you write a person's name in this book, the tome will animate and begin to fly like a bird.

The tome will eventually make its way to the location of the person whose name was most recently added to the book. However, the tome will only fly to the place that the target was at when the name was written. If the target leaves that area, the tome will still fly to that spot.

The path the tome takes may not be direct and it will only fly one mile a day.

The tome has an AC of 13 and HP of 2.

Stone of Mimicry

Wondrous Item, Common (requires attunement)

This magic item resembles a common stone. It is the size of a human fist.

An attuned creature can hold the stone in both hands and speak up to 3 words aloud. Sometime in the next hour, the stone will emit the sound of those same words, in the same voice and volume as the speaker.

Once used in this manner, the stone's magic is spent and it reverts to a regular rock.

The Immutable Cod

Wondrous Item, Uncommon

This enchanted carving of a fish can be activated by dipping it in water.

Once activated, the Immutable Cod will emit an obnoxious sound that can be heard clearly within 30 feet. This continues until the Immutable Cod is destroyed.

Never-Melt Snowball

Wondrous Item, Uncommon

This enchanted snowball is the size of a human's fist, and is as cold as the day it was packed.

This snowball will not melt so long as it is kept in the form of a ball. If it is thrown or otherwise broken, the enchantment will end and the remaining snow will behave normally.

Santa's Flue Powder

Wondrous Item, Rare

This bag of enchanted powder has approximately 2 billion charges that reset each year.

As an action, you may use Santa's Flue Powder to instantly extinguish a flame within a fireplace or hearth.

You may also use an action to light a flame within a fireplace or hearth.

Either use consumes one charge.

The powder has no effect on any other kind of flame outside of a fireplace.

Shield of Pristine Glass

Armor (Shield), Rare

This shield is made from an enchanted glass and provides a +2 bonus to AC when you wear it.

The glass is enchanted to never become dirty or soiled. It is always clear as crystal and free of any dust or grime, regardless of the conditions around it.

It is otherwise normal glass, and will shatter when hit. When you are targeted by an attack roll that misses your AC by one or two points, you block the attack with your sheild, causing it to shatter.